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WORLD'S CHAMPIONSHIP CHECKER MATCH

BINGHAMTON, N. Y., 1913

POMEROY WINNING THE 50TH AND DECIDING GAME

Left to Right—M. E. Pomeroy, E. P. Holcomb (Referee), C. W. Yeomans (Timekeeper), Alfred Jordan

CHECKERS

POMEROY—JORDAN

WORLD'S CHAMPIONSHIP

MATCH GAMES

50 GAMES, UNRESTRICTED

Played Under the Auspices of the
Binghamton Chamber of Commerce

at Binghamton, N. Y.,

Aug. 28—Sept. 25,

1913

M. E. POMEROY

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CHECKERS

(Extract from M. E. Pomeroy's Speech at the Banquet Following the Pomeroy-Jordan Match.)

Checkers is not an idle amusement. Several very valuable qualities of the mind, useful in the course of human life, are to be acquired or strengthened by it, and so to become habits ready on all occasions.

First, foresight; that which looks into the future and considers the consequence of an action. Dr. Samuel Johnson said it was seeing events in their causes.

Second, circumspection; that which surveys the scene of action and reckons the relative strength of the different positions.

Third, caution; that which ever holds you in check and on your guard.

The rudiments of the game may be acquired in an hour, but a lifetime may not insure its perfection. Among the qualities requisite to become a good checker player are calculation, concentration, memory, locality, combativeness, patience and vigilance. Simple in its origin and nature, yet the merits and beauties of checkers lie not on the surface. It is not to the careless observer and heedless player that the beautiful science of the game exposes its intricate problems and grand combinations. It is not to those who give no thought, devote no time and exert no faculty in acquiring the method of extracting the richness and variety of its treasures that its secrets are unfolded. It is only to the devotee that is careful, painstaking and persevering in its cause that its secrets are revealed and its treasures developed.

How marvelous the variety of its methods of conducting the mimic warfare—the well planned attack, the skillful defense, the “cut,” the “blow,” the “block,” the broken crown-head and the captured men. Think of its strong positions, its dexterous movements, its winning ways and its drawing propensities.

Long may the great game live, and may its votaries ever increase in numbers and knowledge of the science.

M. E. POMEROY

M. Earl Pomeroy was born in Delaware County, New York, October 5, 1867. At an early age he evinced a marked aptitude for the game and was soon recognized as a proficient and skilful exponent of scientific checkers.

He won the World's Correspondence Tourney, without losing a game; winning 7 and 47 being drawn.

He moved to Philadelphia in 1893 and resided there several years. While there he won the Philadelphia Championship Tournament, losing only one game, which he lost to M. C. Priest (Ex-Champion of America) in the final round; their score being, Pomeroy 4, Priest 1, Drawn 13.

Mr. Pomeroy has won numerous matches and tournaments, winning several prize medals and cups, the list including Pillsbury, the celebrated checker and chess player, whom he defeated in a match 3 to 0 and 5 drawn; Kearns, an Ex-Champion of Philadelphia, and many other experts.

In February, 1913, he contested an exhibition match of ten games with Alfred Jordan. All the games were drawn.

Mr. Pomeroy's business interests in Binghamton, N. Y., where he now resides, are such that he has but little time to devote to the great game which he admires.

ALFRED JORDAN

Alfred Jordan was born in London, November, 1870. At an early age he won the Championship of London. He thrice won the English Championship.

He won the great Scottish Tournament in January, 1912, defeating James Ferrie, Ex-Champion of the World, by the score of 1 to 0 and 11 drawn.

Mr. Jordan has toured the world, giving exhibitions of his skill and meeting all comers. In Australia his score was, Jordan 2624, all others 17; drawn 717. The list including Boreham, Champion of Australia, whom he decisively defeated in a match. In America he defeated Banks, Drouillard and numerous other experts in matches.

Mr. Jordan is one of the world's greatest and most celebrated players, winner of tournaments and matches legion, and prizes galore, and has played every prominent checker player in the world.

1st Game—Bristol.

JORDAN'S MOVE.

11 16(a	27 24(f	14 17(i	20 16	15 11	12 8
24 20(b	4 8	21 14	18 23	20 24	27 31
16 19	32 27(g	10 17	16 12	3 7	8 3
23 16	8 12	23 16	23 27	24 19	31 27
12 19	17 13	17 22	11 8	7 10	3 7
22 18	1 5	26 17	27 31	19 23	27 23
9 14(c	27 23	13 29	8 4	10 15	21 17
18 9	5 9(h	24 19	31 27	23 26	23 18
5 14	13 6	15 24	4 8	15 19	7 10
25 22	2 9	28 19	27 23	26 22	15 6
10 15(d	23 16	11 15	8 11	19 23	22 15
22 17	12 19	19 10	23 18	30 25	29 25
6 10(e	31 27	7 14	11 16	23 27	15 18
29 25	9 13	16 11	18 15	25 21	25 30
8 11	27 23	14 18	16 20	11 15	18 23

Drawn.

(a) Second only to 11 15 and is productive of many brilliant and intricate combinations.

(b) Forms the "Bristol" proper, one of the oldest and most complicated replies to 11 16. 24 19 would have formed the "Paisley," a favorite with Jordan, and a very safe defense.

(c) 10 14 is a favorite with many experts and is equally good.

(d) Jordan's favorite line. 8 11 is usually played.

(e) Decidedly best. 7 10 was played by D. C. Davis against Pomeroy in the Philadelphia championship tournament, and the game continued 20 16, 2 7, 30 25, then Davis played 8 12 and Pomeroy won by 26 23, 19 26, 31 22, 12 19, 22 18, correcting Robertson's Guide.

(f) 17 13, 4 8, 25 22 is equally good.

(g) If 17 13 now, black secures a powerful game by 2 6.

(h) A great improvement on Lees' Guide, where 11 16 is played and white secures an easy draw.

(i) Brilliant and powerful.

2nd Game—Alma.

POMEROY'S MOVE.

11 15	19 16	10 26	7 2	26 31	5 1
23 19	12 19	6 2	26 31	28 24(d)	14 9
8 11	23 7	26 31	2 7	31 27	1 5
22 17	2 11	27 23	10 15	9 13(d)	9 6
3 8(a)	26 23	20 27	19 10	27 20	5 1
25 22	15 18	2 7	8 11	13 17	6 2
11 16	22 15	1 6	7 16	20 16	1 5
26 23(b)	10 26	7 2	12 26	17 10	10 7
7 11	30 23	6 10	10 6	16 19	5 1
29 25	11 15	23 19	31 27	10 6	7 10
9 14	25 22(c)	8 12	6 2	18 14	1 5
31 26	6 10	32 23	27 23	6 1	Drawn.
5 9	13 6	4 8	2 6	19 15	
17 13	15 18	2 7	23 18	1 5	
16 20	22 15	31 26	6 9	15 10	

(a) The characteristic move forming the "Alma" opening, which has in recent years become one of the favorite openings with several experts, including Jordan.

(b) The oldest and safest move. Another popular and very interesting line is 27 23, 7 11, 24 20, 15 24, 28 19, 10 14, sound and complicated.

(c) Only move to draw. C. W. Yeomans played 23 19 against Pomeroy and lost as follows:

23 19	25 22	24 19	13 9	2 7	6 15
8 12	4 8	11 16	24 27	26 22	12 16
19 10	22 17	27 23	9 6	7 2	19 12
6 15	8 11	18 27	27 31	16 20	26 10
13 6	17 13	32 23	6 2	2 6	Black
1 10	15 18	20 24	31 26	22 26	wins.

(d) Neat.

3rd Game—Bristol.

JORDAN'S MOVE.

11 16	4 8	10 17	29 25	25 30	3 7
24 20	32 27	23 16	30 26(b)	6 1	5 9
16 19	8 12	17 22	25 30	30 26	7 10
23 16	17 13	26 17	26 22	1 6	12 8(c)
12 19	1 6	13 29	30 26	26 22	10 15
22 18	27 23	24 19	22 17	6 9	8 3
9 14	6 9	15 24	26 23	22 17	15 19
18 9	23 16	28 19	17 14	9 5	3 7
5 14	12 19	11 15	23 18	17 14	11 15
25 22	13 6	19 10	14 9	5 1	7 11
10 15	2 9	7 14	18 15	14 10	15 8
22 17	31 27	16 11	11 8	1 5	4 11
6 10	9 13	14 17(a)	15 11	10 6	19 24
29 25	27 23	20 16	8 4	5 1	Drawn.
8 11	14 17	17 21	21 25	6 2	
27 24	21 14	16 12	9 6	1 5	

(a) Varies from the first game and is another strong way of playing the end game.

(b) 11 8 would have lost by second position.

(c) 9 5 would have lost by the 2 7 route.

4th Game—Fife.

POMEROY'S MOVE.

11 15	8 11	10 17	7 10	15 10	31 27
23 19	25 22	19 15(f)	27 24	28 24	9 14
9 14	1 5	17 22	25 30	10 7	27 24
22 17	22 18	15 8	32 28	24 19	6 2
5 9(a)	10 14	4 11	30 26	7 3	24 15
26 23(b)	18 9	27 24	19 16	9 5	20 16
9 13	5 14	22 25	12 19	17 22	11 20
24 20(c)	30 25(d)	24 19	24 6	2 6	2 18
15 24	7 10	7 10	26 23	3 7	20 24
28 19	25 22	31 27	18 14	5 1	Drawn.
13 22	3 7	2 7	23 18	22 26	
25 9	22 18(e)	18 14	14 9	1 5	
6 13	14 17	10 17	18 15(g)	26 31	
29 25	21 14	23 18	6 2	5 9	

(a) This forms the "Fife" opening, introduced by Wyllie in his match against Anderson in 1847. It is one of the

most wonderful openings of the game of checkers, brilliant and intricate, and one of the favorites of all great masters of the game.

(b) Jordan's favorite line, and also favored by several experts.

(c) Barker preferred 30 26.

(d) 23 18 simplifies the draw.

(e) Only move to draw. Barker's American Checker Player gives 27 24, 14 17, 21 14, 10 26, 31 22, 7 10, etc., for a draw, but instead of 7 10, play 2 6 and black wins.

(f) One of Jordan's ingenious inventions.

(g) If 18 14, white draws neatly by 28 24, 14 5, 24 19, 5 9, 6 2.

5th Game—Whilter.

JORDAN'S MOVE.

11 15	17 13	16 20	17 14	9 14	19 15
23 19	3 7	23 18	10 17	18 9	18 22
9 14	29 25	14 23	21 14	11 25	15 8
22 17	1 5	27 18	16 20	10 1	22 31
7 11(a)	22 17	20 27	19 15	5 14	Drawn.
25 22	8 11	32 23	7 11(c)	30 21	
11 16	31 26	15 24	23 19	14 18	
26 23	4 8(b)	28 19	20 24	1 5	
5 9	25 22	11 16	14 10	8 11	

(a) One of the oldest openings; the sides are evenly balanced, but it needs to be played with care and precision on both sides, as the reversing of the order of a move often leads to disaster.

(b) Known as the "Block" line.

(c) Best.

6th Game—Glasgow.

POMEROY'S MOVE.

11 15	7 16	4 8	19 23	17 26	15 22
23 19	20 11	29 25	26 19	30 16	32 28
8 11	3 7(b)	10 15	15 24	8 12	24 27
22 17	28 24(c)	17 13	22 18(f)	16 11	31 24
11 16(a)	7 16	2 7	12 19	6 10	1 6
24 20	24 20	21 17(d)	17 14	13 6	2 9
16 23	16 19	7 10	10 17	10 15	5 14
27 11	25 22	20 16(f)	25 22	6 2	Drawn.

(a) One of the most popular openings among experts.

(b) Best. 3 8, 11 7, 2 11, 26 23, 11 15, 31 27, though sound, black is weak.

(c) Best, and most frequently played. 25 22, 7 16, 22 18, was formerly played by some prominent players, but it is not so safe, and the line is not to be recommended.

(d) Best. C. Smith played 31 27 against Pomeroy and the game continued:

9 14	20 16(e)	5 9	27 18	6 29	Pomeroy
22 17	15 18	22 15	10 19	13 6	won.
7 10	26 22	19 23	17 10	1 10	

(e) Loses. 27 23 would have drawn.

(f) The key to a scientific draw.

7th Game—Fife.

JORDAN'S MOVE.

11 15	26 23	14 23	13 6	7 10	1 6
23 19	19 26	27 18	2 27	17 13	10 14
9 14	30 5	8 11	32 23	12 16	6 10
22 17	15 18	31 26	4 8	13 9	15 18
5 9	25 22(c)	7 10	24 20	10 14	10 15
17 13(a)	18 25	26 23	3 7	9 6	18 27
14 18	29 22	10 15	28 24	1 10	15 8
19 16(b)	10 14(d)	18 14	8 12	5 1	Drawn.
12 19	22 18(e)	6 9	21 17	14 17	

(a) The most intricate and interesting reply to the "Fife." The favorite line of Ferrie, Henderson and many other experts.

(b) All leading players now favor this move. Wyllie had a partiality for 21 17.

(c) Much interesting play springs from 27 23, but it is not quite the equal of 25 22 in strength.

(d) Preferable to 8 11.

(e) 22 17 is also a good line.

8th Game—Alma.

POMEROY'S MOVE.

11 15	29 25	2 11	13 6	8 12	17 14
23 19	9 14	26 23	15 18	7 10	1 6
8 11	31 26	15 18	22 15	12 16	14 17
22 17	5 9	22 15	10 26	10 17	6 9
3 8	17 13	10 26	6 2	31 26	28 24
25 22	16 20	30 23	26 31	23 18	19 28
11 16	19 16	11 15	27 23	4 8	17 13(a)
26 23	12 19	25 22	20 27	32 23	Drawn.
7 11	23 7	6 10	2 7	26 19	

(a) An evenly contested game.

9th Game—Fife.

JORDAN'S MOVE.

11 15	19 26	8 11	15 22	28 32	32 28
23 19	30 5	28 24	25 18	13 9	17 14
9 14	8 11(a)	11 16	16 19	10 15	7 10
22 17	27 23	24 20	18 14	1 6	14 7
5 9	4 8	10 14	19 24	3 7	2 11
17 13	21 17(b)	17 10	14 9	29 25	Drawn.
14 18	15 19	6 15	24 28	15 19	
19 16	23 16	20 11	9 6	25 21	
12 19	11 27	7 16	1 10	19 23	
26 23	32 23	23 18	5 1	21 17	

(a) 15 18 is slightly stronger.

(b) The strongest attack.

10th Game—Old Fourteenth.

POMEROY'S MOVE.

11 15	18 9	6 13	27 24	2 9	2 7
23 19	5 14	29 25	13 17	21 17	12 16
8 11	26 23	8 11	22 13	18 27	20 11
22 17	1 6	25 22	10 14	17 13	19 15
4 8(a)	30 25	11 15	13 9	27 32	10 6
25 22(b)	15 18	24 20	7 10	13 6	15 8
9 13(c)	22 15	15 24	9 5	32 28	6 2
27 23	11 27	28 19	11 15	6 2	14 18
6 9	32 23	7 11	5 1	10 15	Drawn.
23 18	13 22	31 27(d)	15 18	19 10	
9 14	25 9	3 7	1 6	28 19	

(a) One of the oldest and most familiar openings.

(b) Nearly all experts now favor this move in preference to 17 13.

(c) Decidedly best.

(d) This move is old, but it leads to a very fine finish.

11th Game—Fife.

JORDAN'S MOVE.

11 15	26 23	14 23	31 26	8 12(b)	1 6
23 19	19 26	27 18	10 15	14 10	14 21
9 14	30 5	8 11	26 22	2 6	22 18
22 17	15 18	32 27	12 16	21 17	15 22
5 9	25 22	4 8	28 24	6 9	6 8
17 13	18 25	27 23	3 8	10 6	22 26
14 18	29 22	8 12	13 9(a)	1 10	20 11
19 16	10 14	24 20	6 13	5 1	26 31
12 19	22 18	7 10	18 14	9 14	24 20
					Drawn.

(a) A trifle stronger than 21 17.

(b) Much the best move. If 13 17, white secures a pretty win, thus:

13 17	2 7	8 12	7 14	1 10	White
22 13	13 9	14 10	9 6	5 1	wins.

12th Game—Glasgow.

POMEROY'S MOVE.

11 15	20 11	19 24(a)	22 18	1 5	13 9
23 19	3 7	17 14(b)	10 14	31 26(c)	6 13
8 11	28 24	9 18	26 23	5 14	23 18
22 17	7 16	22 15	19 26	26 22	21 25
11 16	24 20	10 19	30 23	13 17	19 15
24 20	16 19	32 28	8 11	22 13	12 16
16 23	25 22	6 10	28 19	2 6	15 8
27 11	4 8	25 22	9 13	21 17	16 19
7 16	29 25	5 9	18 9	14 21	Drawn.

(a) One of the most beautiful lines of this beautiful opening.

(b) 17 13 is equally good.

(c) 9 6 is interesting, thus:

9 6	23 18	18 9	31 27(d)	27 23	21 17
2 9	9 14	5 14	13 17	17 22	Drawn.

(d) 31 26, 14 18, 19 15, 18 22, Black wins.

13th Game—Whilter.

JORDAN'S MOVE.

11 15	1 5	15 22	22 26	4 8	27 23
23 19	22 17	23 18	30 23	7 14	8 3
9 14	8 11	10 15(a)	15 19	8 11(b)	23 19
22 17	31 26	16 12	23 18	28 24	3 8
7 11	16 20	22 25	19 23	26 31	26 23
25 22	19 16	12 8	3 7	32 28	8 3
11 16	12 19	15 22	2 11	23 32	23 26
26 23	23 16	8 3	16 7	24 19	3 8
5 9	14 18	7 10	25 30	31 26	26 23
17 13	26 23	24 19	7 3	19 15	8 3
3 7	18 22	11 15	30 26	32 27(c)	23 26
29 25	25 18	19 16	3 7	15 8	3 8(d)
					Drawn.

(a) Courageous; very complicated; seldom played.

(b) Originally published as a loss in Lees' Guide, but it is sound and the best move.

(c) The key to a sound, trappy end-game.

(d) 3 7, 26 23, 7 3 would have drawn, but 7 2 would have lost by a nice "shot," thus:

7 2	18 11	2 9	17 10	28 19	Black
19 15	9 18	5 14	20 24	23 14	wins.

14th Game—Fife.

POMEROY'S MOVE.

11 15	28 19	15 24	18 15(d	3 19	8 3
23 19	13 22	28 19	7 11	26 22	14 23
9 14	25 9	4 8	23 18	17 26	3 7
22 17	6 13	22 18	1 5	30 16	11 15
5 9	29 25	13 17(b	27 23	6 10	7 10
26 23	8 11	21 14	5 9	16 12	15 19
9 13	25 22	10 17	19 16(e	8 11	10 15
24 20	11 15	31 26	12 19	12 8	Drawn.
15 24	32 28(a	2 6(c	23 7	10 14	

(a) Generally favored. 27 24 is sometimes played and is more complicated.

(b) Stronger than 8 11, which is very natural looking and commonly played.

(c) Gives black a strong attack.

(d) 18 14 loses, and was played by Reynolds against Jordan, the latter winning as follows:

18 14	12 16	23 19	6 13	19 15	31 26
8 11	19 12	15 22	23 18	26 31	Black
23 18	10 15	30 23	22 26	15 8	wins.
6 10	26 22	1 6	12 8	7 10	
27 23	17 26	14 9	3 12	8 3	

(e) The beginning of a pretty finish.

15th Game—Whilter.

JORDAN'S MOVE.

11 15	29 25	18 22	19 15	7 11	9 6
23 19	1 5	25 18	11 18	16 7	26 30
9 14	22 17	15 22	24 19	2 11	6 2
22 17	8 11	23 18	29 25	1 6	30 26
7 11	31 26	22 25	19 15	4 8	21 17
25 22	16 20	24 19(a	10 19	6 10	26 23
11 16	19 16	9 14	17 1	19 23	13 9
26 23	12 19	18 9	19 24	17 14	31 26
5 9	23 16	5 14	21 17	8 12	10 14
17 13	14 18	28 24	24 31	14 9	20 24
3 7	26 23	25 29	30 21	23 26	Drawn.

(a) This modern move is better than 17 14, the older line.

16th Game—Alma.

POMEROY'S MOVE.

11 15	9 14	4 8	5 9	23 19	12 16
23 19	31 26	17 13	13 6	28 24(c)	17 22
8 11	16 20	15 18	1 10	19 28	24 27
22 17	19 16	22 15	24 19	2 6	32 23
3 8	12 19	11 18	15 31	28 24	19 17
25 22	23 7	30 26(b)	22 6	6 10	21 14
11 16	2 11	10 15	31 26	24 19	Drawn.
26 23	26 23	19 10	6 2	10 17	
7 11	8 12(a)	6 15	26 23	20 24	
29 25	23 19	26 22	25 22	22 18	

(a) 5 9 would have been very weak by 23 19.

(b) Jordan prefers this line to the more customary 19 16.

(c) The correct move, and a pretty play.

17th Game—Bristol.

JORDAN'S MOVE.

11 16	6 10	2 9	9 13	11 15	17 22
24 20	27 24	23 16	23 19	20 16	8 3
16 19	8 11	12 19	13 17	14 17	22 26
23 16	29 25	31 27	19 16	21 14	24 19
12 19	4 8	3 8	15 18	10 17	26 31
22 18	32 27	27 23	16 12	8 11	19 16
9 14	8 12	8 12	17 22	7 10	31 27
18 9	17 13	23 16	12 8	11 25	16 11
5 14	1 5	12 19	22 29	29 22	10 14
25 22	27 23	26 23(a)	8 3	16 12	11 7
10 15	5 9	19 26	18 22(b)	22 18	14 17
22 17	13 6	30 23	3 8	12 8	7 2

Drawn.

(a) Upon conclusion of the game Pomeroy remarked that 25 22, 9 13, 22 18, 14 23, 26 22 would also have drawn.

(b) 29 25 is interesting, thus :

29 25	18 22	11 15	15 24	14 17	10 17
24 19	3 8(c)	20 16	28 19	21 14	19 15

Drawn.

(c)

20 16	19 15	3 26	26 23	28 19	Black-
11 20	10 19	20 24	19 26	25 22	wins.

18th Game—Laird and Lady.

POMEROY'S MOVE.

11 15	24 19	13 17(b)	32 23	22 26	2 6
23 19	6 10	25 22	12 16	28 24	14 17
8 11	15 6	17 26	19 12	26 31	11 8
22 17	1 17	31 22	10 15	23 19	15 18
9 13(a)	25 22	6 10	17 13	31 27	20 16
17 14	18 25	22 17	15 22	24 20	18 22
10 17	30 14	8 11	13 9	27 24	16 11
21 14	2 6	27 24	7 10	19 16	19 23
15 18	29 25	16 20	14 7	11 15	11 7
19 15	11 16	23 18	5 14	16 11	3 10
4 8	26 23	20 27	7 2	24 19	6 15

Drawn.

(a) One of the most complicated openings.

(b) If 6 10, white secures a strong end-game by 28 24, (25 21 loses), 10 17, 24 20, 8 11, 19 15.

19th Game—Glasgow.

JORDAN'S MOVE.

11 15	3 7	6 9	8 15	19 26	26 23
23 19	28 24	14 10	31 27	18 14	28 19
9 14	7 16	9 14	15 18	26 31	23 16°
22 17	24 20	25 22	22 15	11 8	8 3
8 11	16 19	5 9	17 22	16 19	16 12
25 22	29 25	20 16	26 17	8 4	1 6
11 16	4 8	1 5	13 22	31 26	2 9
24 20	22 18	10 6	27 18	4 8	3 7
16 23	14 23	9 13	12 16	5 9(b)	9 14
27 11	17 14	6 1	15 11	14 5	7 11
7 16	10 17	14 17	22 26	19 24	14 18
20 11	21 14	16 11(a)	30 23	32 28	Drawn.

(a) Only move to draw. 22 18 would have lost by 17 22, 26 17, 13 22, 18 15, 22 26, 31 22, 23 27.

(b) Very neat.

20th Game—Glasgow.

POMEROY'S MOVE.

11 15	28 24	10 19	20 16(a)	10 14	10 15
23 19	7 16	32 28	9 14	18 9	25 22
8 11	24 20	6 10	26 23	13 17	30 26
22 17	16 19	25 22	19 26	9 6	22 31
11 16	25 22	5 9	28 19	17 22	16 11
24 20	4 8	22 18	5 9	6 2	31 27
16 23	29 25	9 14	31 22	22 25	11 4
27 11	19 24	18 9	9 13	2 6	27 23
7 16	17 14	1 5	21 17	25 29	19 16
20 11	9 18	9 6(a)	14 21	6 10	12 19
3 7	22 15	2 9	22 18	29 25	15 24

Drawn.

(a) Only move to draw.

21st Game—Glasgow.

JORDAN'S MOVE.

11 15	3 7	8 11	14 18	1 10	32 27
23 19	28 24	25 22(a)	32 28(a)	21 17	14 10
9 14	7 16	11 15	18 23	10 15	27 23
22 17	24 20	31 27	28 24(a)	3 7	19 15
8 11	16 19	6 9	23 30	15 19	26 22
25 22	29 25	27 11	24 15	7 10	10 6
11 16	4 8	9 25	30 26	19 24	23 18
24 20	22 18	30 21	3 8	10 15	15 10
16 23	14 23	5 9	2 7	24 28	22 17
27 11	17 14	11 8	8 3	15 19	6 2
7 16	10 17	9 14	7 10	28 32	17 21
20 11	21 14	8 3	15 6	17 14	Drawn.

(a) Safest.

22nd Game—Laird and Lady.

POMEROY'S MOVE.

11 15	2 6	17 22	27 24	20 24	27 23
23 19	23 18	24 20	19 15	10 15	19 26
8 11	17 21	21 25	26 30	19 10	30 23
22 17	26 23	20 16	7 2	7 14	15 10
9 13	11 16	25 30	17 22	24 27	23 18
17 14	28 24	8 11	2 6	14 18	29 25
10 17	16 20	7 10	22 26	31 26	20 16
21 14	18 15	11 15	15 11	18 15	25 21
15 18	20 27	10 14	12 16	26 23	16 19
19 15	31 24	15 10	11 8	3 8	10 6
4 8	8 11	14 17	3 12	27 31	19 15
24 19	15 8	16 11	20 11	8 12	6 1
6 10	6 10	30 26	24 19	31 27	15 11
15 6	14 9(a)	32 27	11 7	12 16	1 5
1 17	5 14	26 31	26 31	27 24	11 7
25 22	8 4	27 24	7 3	16 20	5 1
18 25	14 18	31 27	12 16	23 27	Drawn.
30 14	23 14	24 20	6 2	20 16	
13 17	10 17	22 26	16 20	24 20	
27 23	4 8	11 7	2 7	16 19	

(a) Preferable to 23 18, as given by Lees' Guide.

23rd Game—Souter.

JORDAN'S MOVE.

11 15	4 8	18 27	3 10	14 18	31 26
23 19	24 20	32 23	30 26	22 17	2 6(b)
9 14	15 24	10 14	5 14	18 22	26 22
22 17	28 19	19 10	26 23	17 13	6 2
8 11	11 15	6 15	8 11	9 14	22 26(c)
25 22	27 24	13 9	25 21	13 9	2 6
6 9(a)	14 17	14 18	1 6	22 26	26 22
17 13	21 14	23 14	23 19	9 6	6 2
2 6	9 18	7 10	6 9	26 31	22 26
29 25	26 23	14 7	31 27	6 2	Drawn.

(a) A preferable way of forming the opening, though the opening is usually formed by playing this move two moves earlier. The opening limits the variety of sound play on both sides to an unusual extent.

(b) Preferable to 27 23, the older line.

(c) 22 17, 2 6, 17 22 would have drawn, but 17 13 instead of 17 22 loses by 27 23, 13 17, 23 18.

24th Game—Fife.

POMEROY'S MOVE.

11 15	13 22	5 14	17 22	10 17	23 16
23 19	25 9	30 25	15 8	23 18	32 28
9 14	6 13	7 10	4 11	7 10	17 22
22 17	29 25	25 22	27 24	27 24	3 8
5 9	8 11	3 7	22 25	25 30	16 19
26 23	25 22	22 18	24 19	18 14(a)	8 15
9 13	1 5	14 17	7 10	30 26	19 10
24 20	22 18	21 14	31 27	14 7	20 16
15 24	10 14	10 17	2 7	26 23	12 19
28 19	18 9	19 15	18 14	7 3	24 6(b)
					Drawn.

(a) Very clever, leading to a brilliant finish.

(b) One of the neatest and most model games of the match.

25th Game—Glasgow.

JORDAN'S MOVE.

11 15	20 11	5 9(f)	22 18	19 24(i)	17 13
23 19	3 8(a)	17 13(g)	15 22	14 10	28 32
9 14	11 7(b)	15 18	26 10	16 19	13 9
22 17	2 11	22 15	6 15	10 7	22 25
8 11	26 23(c)	11 27	13 6	15 18	9 6
25 22	11 15	32 23	1 10	7 3	32 28
11 16	30 26(d)	8 11	21 17	11 15	6 2
24 20	8 11(e)	29 25	15 19	3 7	15 18
16 23	28 24	10 15(h)	23 18	24 28	10 14
27 11	4 8	25 22	10 15	7 10	18 22
7 16	24 20	12 16	18 14	18 22	Drawn.

(a) A good move, seldom played, but it deserves more attention. 3 7 is much more popular.

(b) Best. 26 23, 8 15, 23 19, 15 24, 28 19 would be the same as 3 7, (instead of 3 8), 28 24, 7 16, 24 19, 16 23, 26 19, and the position though a draw, is strong for black.

(c) Again best.

(d) A favorite with Pomeroy, who considers this move best. 31 27 is a more popular move.

(e) 15 19 would have led to a more even draw. 12 16 would have lost by 22 18.

(f) Decidedly best.

(g) 22 18 would have been no better.

(h) Upon conclusion of the game Jordan explained that

when he played this move he intended to move 19 23 fourteen moves later.

(i) But, 19 23 would have lost, as he had now discovered ; however, black had an alternative that would draw this critical position, and black was saved from defeat.

26th Game—Double Corner.

POMEROY'S MOVE.

9 14	31 27	10 14	32 23	32 28	11 15
22 17(a)	3 8(f)	6 2	31 26	11 15	31 27
11 15(b)	27 11	24 27	15 10	28 32	15 19
25 22	8 15	2 7	20 24	15 19	27 31
15 19(c)	21 17	11 16	10 14	32 28	18 23
24 15	4 8	7 11	24 27	19 23	31 27
10 19	26 22	16 20	14 17	28 32	22 18
23 16	19 23	11 15	27 32	17 14	27 31
12 19	24 19	27 31	18 22	27 24	19 24
17 10	15 24	13 9	26 31	23 19	32 28
6 15	28 19	14 17	23 18	24 15	23 19
21 17	8 11	9 6	32 27	18 11	28 32
5 9	22 18	31 26	19 15	32 27	24 28
29 25	11 16	6 1	12 16	14 18	32 27
7 10	18 14	17 21	15 10	27 32	19 16
17 13	16 20	1 5	16 19	11 7	27 32
1 6	14 7	26 22	10 7	32 27	16 20
25 21	2 11	5 9	19 24	7 2	31 27
9 14(d)	17 14	22 26	7 3	27 32	28 24
27 24	20 24	9 14	24 28	2 7	27 31
8 12	14 9	26 31	3 7	32 27	18 22
22 18(e)	6 10	14 18	28 32	7 11	Jordan
14 23	9 6	23 27	7 11	27 32	won.

(a) Opinions vary as to the best reply to the Double Corner. 22 18 is, probably, a little more frequently played.

(b) 11 16 is equally good.

(c) Generally played.

(d) 8 12, 27 24, 4 8, 32 27, 9 14 is the orthodox line, and would have been better.

(e) A great move and worthy Jordan's reputation.

(f) The losing move. 15 18 would have drawn, thus :

15 18	26 17	6 10	9 6	11 16	Drawn.
24 15	12 16	14 7	4 8	6 10	
10 19	24 15	2 18	6 2	23 26	
27 24	16 19	13 9	8 11	30 23	
18 22	17 14(g)	18 22	2 6	19 26	

(g) Nothing better

27th Game—Souter.

JORDAN'S MOVE.

11 15	4 8	18 27	3 10	14 18	22 26
23 19	24 20	32 23	30 26	22 17	10 7
9 14	15 24	10 14	5 14	9 13	26 31
22 17	28 19	19 10	26 23	17 14	7 3
8 11	11 15	6 15	1 5	10 17	31 27
25 22	27 24	13 9	23 19	21 14	3 8
6 9	14 17	14 18	8 11	18 23	11 16
17 13	21 14	23 14	25 21	27 18	20 11
2 6	9 18	7 10	5 9	15 22	27 20
29 25	26 23	14 7	31 27	14 10	19 15(a)

Drawn.

(a) A pretty little end-game.

28th Game—Whilter.

POMEROY'S MOVE.

11 15	16 20	30 23	14 18	26 31	6 10
23 19	30 26	27 2	22 15	17 13	9 6
9 14	2 7	20 27	10 19	8 11	8 12
22 17	23 18(a)	2 9	17 14	16 7	28 24
7 11	14 30	5 14	19 23	3 17	12 16
25 22	19 16	32 16	21 17	21 14	24 20
11 16	12 19	1 6	23 26	4 8	16 19
26 23	31 26	29 25	25 21	14 9	Drawn.

(a) Decidedly best. The draw by 17 13, against black's strongest attack, is very narrow and difficult, thus:

17 13	29 25	26 23	17 10	27 24(b)	20 11
8 11	7 11	8 12	6 15	20 27	3 10
22 17	31 26	16 11	13 6	32 14	21 7
4 8	11 15	12 16	1 10	25 22	Drawn.
26 22	19 16	11 7	21 17	28 24	
15 18	12 19	15 19	26 30	22 13	
22 15	23 16	24 15	25 21	24 20	
11 18	5 9	10 26	30 25	10 17	

(b) 7 2 would lose, thus:

7 2	18 22	18 25	20 27	23 18	10 14
3 7	11 18	29 13	32 23	9 13	18 9
2 11	25 29	27 24	13 9	28 24	13 6

Black wins.

29th Game—Souter.

JORDAN'S MOVE.

11 15	24 20	10 14	22 15	18 23	11 8
23 19	15 24	19 10	11 18	9 6	12 16
9 14	28 19	6 15	25 22	23 27	20 11
22 17	11 15	13 9	18 25	6 2	3 12
8 11	27 24	7 11(a)	30 21	27 32	11 8
25 22	14 17	23 18	8 11	24 19	12 16
6 9	21 14	14 23	21 17	32 27	2 7
17 13	9 18	31 26	11 15	19 15	1 5
2 6	26 23	5 14	17 14	27 23	Drawn.
29 25	18 27	26 10	15 18	15 11	
4 8	32 23	14 18	14 9	23 18	

(a) 14 18, 23 14, 7 10 is the line usually preferred.

30th Game—Alma.

POMEROY'S MOVE.

11 15	31 26	15 18	17 10	5 9(a)	18 23
23 19	16 20	22 15	18 23	13 6	25 30
8 11	19 16	11 18	27 18	1 10	21 17
22 17	12 19	30 26	20 27	3 7	29 25
3 8	23 7	10 15	32 23	10 14	17 14
25 22	2 11	19 10	15 29	7 10	25 22
11 16	26 23	6 15	10 7	14 18	28 24
26 23	8 12	26 22	16 19	10 14	20 27
7 11	23 19	8 11	23 16	18 22	23 32
29 25	4 8	22 17	11 20	14 18	Drawn.
9 14	17 13	12 16	7 3	22 25	

(a) 29 25 would also have been good, thus:

29 25	25 22	22 18	1 6	18 23	6 10
3 7	7 10	10 7	7 11	11 16	21 17
					Drawn.

31st Game—Double Corner.

JORDAN'S MOVE.

9 14	25 22	6 15	31 24	1 5	21 7
22 18	8 11	27 24	2 7	27 24	9 13
5 9	22 18	16 20	30 26(f)	5 9	7 3
24 19(a)	11 16	23 19(e)	7 14	22 18	26 31
11 15(b)	29 25	20 27	26 23	13 17	3 8
18 11	7 11	19 10	3 7	19 16(g)	13 17
8 24	25 22(d)	14 23	24 20	12 26	8 15
28 19	10 15	26 19	7 10	24 19	17 22
4 8(c)	19 10	9 13	32 27	14 23	19 16

Drawn.

(a) This line is favored by most experts.

(b) Best.

(c) Again best. The following shows the strongest attack against 7 11, which is critical for black :

7 11	27 24	7 14	26 22	12 19	6 13
25 22	2 7	30 26	3 8	11 7	14 18
11 15	26 22	22 25	19 15	19 23	13 17
32 28	10 15	29 22	11 16	7 2	30 26
15 24	19 10	1 5	15 11	23 26	17 14
28 19	6 15	24 19	8 15	2 6	26 23
4 8	22 17	9 13	18 11	26 30	Drawn.
22 18	15 22	22 18	16 19	22 17	
8 11	17 10	5 9	23 16	13 22	

(d) 18 15 is an older line and is equally good.

(e) Preferable.

(f) The key leading to an accurate draw.

(g) Forcing a neat draw.

32nd Game—Alma.

POMEROY'S MOVE.

11 15	2 11	9 14	22 13	2 7	31 27
23 19	17 13	22 17	7 16	19 16	4 8
8 11	15 18(b)	6 10	4 8	10 15	3 7
22 17	22 15	13 9(e)	23 19	24 20	8 4
3 8	11 18	18 23	13 9	7 3	27 23
25 22	29 25(c)	27 18	16 12	16 11	4 8
11 16	8 11	20 27	8 11	15 19	23 18
26 23	26 23	32 23	12 8	20 16	8 4
7 11	10 15	15 29	9 6(f)	19 23	18 15
31 26	23 14	9 6	8 15	16 12	12 8
16 20(a)	9 18	29 25	6 2	23 27	7 3
19 16	30 26	6 2	15 6	11 8	Pomeroy won.
12 19	5 9	25 22	1 10	27 31	
23 7	26 22(d)	2 7	28 24	8 4	

(a) A strong move—the best move on the board, but various authorities have long held it to be weak. The British Draughts Player states that nothing is to be gained by playing it.

(b) This move converts a hitherto considered weak line into one of much strength and attack. Tescheleit gives 10 14 for a draw, also 9 14, 22 17, 15 19 for a very critical draw for black.

(c) Very natural, but the losing move. 26 22 would have drawn, thus :

26 22	10 15	27 23	27 31	28 10	1 10
18 25	21 17	20 27	32 27	6 15	18 14
29 22	8 11	23 18	31 24	13 6	Drawn.

(d) If 26 23 had been played, black would have won by 1 5, thus :

26 23	9 18	28 24	31 26	25 18	Black
1 5	24 19	20 27	21 17	4 8	wins.
23 14	15 31	32 14	26 22		

(e) 25 22 would have been no better.

(f) A scientific finish.

33rd Game—Double Corner.

JORDAN'S MOVE.

9 14	25 22	16 20	15 6	2 11	9 6
22 18	8 11	32 28	1 10	30 25	15 18
5 9	22 18	20 27	18 15	9 14(c)	22 15
24 19	11 16	31 24	10 19	25 22	19 24
11 15	29 25	11 16	22 17	14 18	28 19
18 11	7 11	19 15	8 11	23 14	16 30
8 24	25 22	10 19	17 10	16 20	Drawn.
28 19	3 8(a)	24 15	11 15	14 9	
4 8	27 24	6 10	10 7(b)	11 16	

(a) Another strong line.

(b) Forces a prompt and pleasing draw.

(c) 15 18 would have drawn at once.

34th Game—Glasgow.

POMEROY'S MOVE.

11 15	28 24	8 11	20 11	12 19	31 22
23 19	7 16	26 23	15 18	7 2	28 32
8 11	24 20	19 26	22 15	19 23	18 27
22 17	16 19	30 23	10 28	2 7	32 23
11 16	25 22	7 10	17 10	10 14	21 17
24 20	4 8	32 28(a)	6 15	7 11	23 26
16 23	29 25	9 14	13 6	14 18	17 13
27 11	10 15	25 21	1 10	11 15	26 17
7 16	17 13	5 9	11 7	18 22	13 9
20 11	2 7	28 24	15 19	15 18	Drawn.
3 7	21 17	11 16	23 16	22 26(b)	

(a) Beware of 25 21, which loses by 12 16.

(b) This draw is old, but it is neat and practical.

35th Game—Souter.

JORDAN'S MOVE.

11 15	24 20	10 14	24 15	7 11	7 10
23 19	15 24	19 10	11 25	17 13	18 23
9 14	28 19	6 15	9 6(b)	19 24	10 15
22 17	11 15	13 9	1 17	14 10	23 26
8 11	27 24	14 18	21 14	12 16	20 16
25 22	14 17	23 14	8 11(c)	10 7	19 23
6 9	21 14	7 11	30 21	16 19	13 9
17 13	9 18	31 26	11 15	7 3	5 14
2 6	26 23	3 7(a)	26 22	11 15	15 18
29 25	18 27	25 21	15 19	3 7	24 27
4 8	32 23	15 19	22 17	15 18	18 9

Drawn.

(a) 12 16 would have lost by 24 19, 15 24, 14 10, 5 14, 10 7, 3 10, 22 18.

(b) If 26 23, 7 10 is the only move to draw.

(c) 25 29 would have lost.

36th Game—Kelso.

POMEROY'S MOVE.

10 15(a	29 25	17 22	18 9	19 23	14 10
21 17(b	11 16	11 7(i	5 14	7 3	24 27
11 16	25 21	2 11	25 21	8 12	32 23
17 13(c	7 10	28 24	14 18	3 8	26 19
16 20	26 22	4 8	22 15	23 26	10 6
22 18(e	3 7(g	13 9(i	11 18	8 11	16 20
15 22	22 18(h	6 13	23 14	26 31	6 1
25 18	14 17	24 19	16 23	11 15	20 24
8 11	21 14	22 26	27 18	12 16	21 17
24 19(f	10 17	31 22	12 16	18 14	13 22
9 14	19 15	1 5	14 10	31 26	18 25
15 9	7 10	30 25	16 19	15 18	Drawn.
5 14	15 11	10 14	10 7	20 24	

(a) One of the new openings and contains a large variety of even play. The opening deserves to be more popular.

(b) This and 22 18 are the most popular replies, though 23 18 is frequently played.

(c) 23 18 is also a good line, thus:

23 18	6 9	30 25	19 23	18 11	8 22
8 11(d	25 21	3 8	26 19	9 18	25 18
24 20	16 19	27 24	11 16	22 6	13 22
9 13	21 17	6 10	20 11	2 9	Drawn.
17 14	1 6	31 27	7 23	27 18	

(d) Preferable. If 16 20, white secures a strong game by 18 11, 8 15, 17 14.

(e) Best.

(f) 29 25 is an excellent line, thus:

29 25	25 21	22 17	28 19	19 16	26 23
9 14	7 10	11 15	7 11	12 19	11 15
18 9	26 22	24 19	30 26	23 7	13 9
5 14	3 7	15 24	4 8	2 11	Drawn.

(g) Better than the older 4 8 line.

(h) 30 25, 4 8, 28 24 would also have drawn. 22 17 would have lost, thus:

22 17	4 8	23 18	1 5	27 18	Black
7 11	25 22	15 24	28 19	5 23	wins.
30 25	11 15	18 9	16 23		

(i) Brilliant sacrifices.

37th Game—Single Corner.

JORDAN'S MOVE.

11 15	8 12	14 17	17 22	12 16	10 15
22 18(a)	17 13	22 18	19 15	20 11	6 10
15 22	7 10	1 5	16 19	7 16	14 17
25 18	27 24	26 22	15 8	9 6	7 11
8 11(b)	9 14	17 26	19 28	2 9	15 18
29 25	18 9	31 22	18 14	13 6	11 15
4 8	5 14	10 14	28 32	27 23	19 23
24 20	32 27	18 9	23 18	6 2	30 25
10 15	3 7	5 14	32 27	23 14	22 29
25 22	24 19	27 24	8 3	3 7	15 13
12 16	15 24	14 17	6 10	16 19	Drawn.
21 17	28 19	22 18	14 9(c)	2 6	

(a) One of the most popular openings with all grades of players.

(b) 12 16 is equally good.

(c) Leading to a neat draw.

38th Game—Fife.

POMEROY'S MOVE.

11 15	13 22	13 17	4 8	15 18	27 31
23 19	25 9	21 14	18 15	23 19	15 11
9 14	6 13	10 17	11 18	18 23	5 9
22 17	29 25	18 14	23 14	19 15	14 5
5 9	1 5	6 10	8 11(b)	23 27	7 10
26 23	25 22	23 18	27 23	12 8(c)	Drawn.
9 13	8 11	17 21	12 16	3 19	
24 20	22 18	27 23	19 12	26 22	
15 24	2 6(a)	10 17	11 15	17 26	
28 19	31 26	32 27	20 16	30 16	

(a) Another one of the many strong black lines in this great opening.

(b) Stronger than the usual 7 10.

(c) Brilliant.

39th Game—Fife.

JORDAN'S MOVE.

11 15	26 23	14 23	21 17	6 9	14 10
23 19	19 26	27 18	8 12(a)	13 6	22 18
9 14	30 5	8 11	27 23	1 26	10 6
22 17	15 18	32 27	12 16(b)	17 14	2 9
5 9	25 22	7 10	24 19	26 30	13 6
17 13	18 25	31 26	15 24	22 17	18 15
14 18	29 22	10 15	28 12	30 26	6 2
19 16	10 14	26 22	11 16	17 13	Drawn.
12 19	22 18	4 8	18 15	26 22	

(a) 3 7 is also good, thus:

3 7	24 15	1 26	17 13	26 22	13 9
27 23	6 9	5 1	30 26	18 15	22 6
15 19	13 6	26 30	22 17	11 18	1 12
					Drawn.

(b) Not new, but it is a fine "Fife" move.

40th Game—Old Fourteenth.

POMEROY'S MOVE.

11 15	23 18	13 22	25 22(a)	16 19	10 6
23 19	9 14	25 9	17 26	23 16	2 9
8 11	18 9	11 27	31 22	12 19	13 6
22 17	5 14	32 23	8 11	15 10	3 7
4 8	26 23	6 13	24 20	19 23	6 2
25 22	1 6	29 25	11 16(b)	22 17	7 10
9 13	30 25	13 17	20 11	23 26	Drawn.
27 23	15 18	21 14	7 16	17 13	
6 9	22 15	10 17	19 15(c)	26 31	

(a) Stronger than 19 16.

(b) Much the best.

(c) Only move to draw.

41st Game—Cross.

JORDAN'S MOVE.

11 15	15 18(d	1 5	13 22	23 26	27 24
23 18(a	17 13	28 19	25 2	22 17	2 6
8 11	18 27	5 14	10 15	26 31	31 27
27 23	13 6	30 26	2 6	17 13	6 10
4 8(b	2 9	8 11	23 27	3 8	27 23
23 19	32 23	26 23(h	31 24	10 15	10 14
9 14	9 13(f	11 15	19 28	8 12	23 19
18 9	24 20	23 18(g	6 10	13 9	Drawn.
5 14	11 15	14 23	15 18	28 32	
22 17	23 18(g	19 16	29 25	9 6	
6 9	15 24	12 19	18 23	32 27	
26 23(c	18 9	21 17	25 22	6 2	

(a) A popular and interesting opening.

(b) Safest, though 10 14 is equally strong, and is favored by many leading players.

(c) 31 27 is also a good line.

(d) C. W. Yeomans played 1 5 (losing move) against Pomeroy and the game was concluded thus:

1 5	29 22	10 14	18 9	24 28	22 17
30 26	11 16	17 10	5 14	11 7	15 24
14 18(e	26 23	7 14	26 22	3 8	6 15
23 14	8 11	31 26	11 15	7 2	White
9 18	24 20	2 6	20 11	8 11	wins.
25 22	15 24	22 18	15 24	2 6	
18 25	28 19	6 10	23 19	11 15	

(e) If 15 18, white wins by

32 27	26 22	22 15	24 20	27 24	25 2
9 13	2 6	11 18	13 22	18 27	White
					wins.

(f) Quite as strong as the usual 11 15.

(g) The key to this line.

(h) Upon conclusion of the game Jordan stated that Kear played 31 27 (losing move) against him in an English championship tournament, the game concluding thus:

31 27	25 22	29 22	8 4	8 3	20 11
11 15	14 18	15 18	31 27	7 11	27 20
27 24	21 17	22 8	4 8	3 8	8 3
7 11	18 25	13 31	3 7	11 16	20 24
					Black
					wins.

42nd Game—Whilter.

POMEROY'S MOVE.

11 15	22 17	11 16	13 6	13 22	6 2
23 19	8 11	17 14	20 24	7 32	16 19
9 14	31 26	10 17	6 2	22 26	2 6
22 17	4 8	21 14	8 12	30 23	11 16
7 11	25 22	16 20	2 6	31 26	6 10
25 22	16 20	19 15	24 27	23 19	19 24
11 16	23 18	7 11	6 10	26 23	32 28
26 23	14 23	23 19	5 9	19 15	16 11
5 9	27 18	2 7(a)	10 3	23 18	28 19
17 13	20 27	19 16(b)	9 13	14 10	11 15
3 7	32 23	12 19	22 17	18 11	Drawn.
29 25	15 24	15 10	15 31	10 6	
1 5	28 19	6 15	3 7	12 16	

(a) An interesting variation and it prolongs the battle.

(b) Best, though 26 23 would also have drawn.

43rd Game—Bristol-Cross.

JORDAN'S MOVE.

11 16	7 10	13 22	11 18	1 5	23 27
23 18(a)	30 26(c)	18 9	23 7	18 15	32 23
16 20	11 16	6 13	3 10	10 14	13 17
24 19	26 22	25 18	27 23	15 11	21 14
10 14	9 13	4 8(d)	2 6	14 18	9 27
26 23(b)	18 9	29 25	25 22	23 14	31 24
8 11	5 14	8 11	6 9	16 23	20 27(e)
22 17	22 18	18 15	22 18	14 10	Drawn.

(a) An interesting opening.

(b) 18 15 is also good.

(c) 28 24 is also good and is a favorite with Jordan.

(d) This modern move is slightly better than the older 2 6.

(e) Another scientific finish.

44th Game—Fife.

POMEROY'S MOVE.

11 15	25 9	13 17	16 11	18 22	8 4
23 19	6 13	21 14	7 16	27 24	18 15
9 14	29 25	10 17	20 11	22 26	9 5
22 17	8 11	31 26	15 18	24 20	2 7
5 9	25 22	1 6	14 10	26 31	5 1
26 23	11 15	18 14(a)	6 15	20 16	7 1
9 13	32 28	8 11	26 22	31 26	1 1
24 20	15 24	19 16	17 26	16 12	11 1
15 24	28 19	12 19	30 14	26 23	4
28 19	4 8	23 16	15 18	11 8	16 1
13 22	22 18	11 15	14 9	23 18	6

Drawn

(a) The correct reply to 1 6.

45th Game—Double Corner.

JORDAN'S MOVE.

9 14	25 22	14 18	18 14	3 8	25 21
22 18	7 11	23 7	23 18	6 2	32 27
5 9	27 24	2 20	14 10	8 12	21 17
24 19	16 20	19 15	18 11	2 6	27 23
11 15	32 28	20 24	5 1	12 16	17 13
18 11	20 27	21 17	12 16	6 10	23 20
8 24	31 24	6 9	1 5	16 20	22 17
28 19	9 13(b)	26 23	16 19	22 17	26 23
4 8	18 9	24 27	5 9	13 22	17 14
25 22	5 14	23 18	19 23	18 25	31 26
8 11	24 20	27 31	9 14	20 24	13 9
22 18	11 15	17 14	23 27	25 22	11 15
11 16	20 16	31 27	14 18	24 27	10 19
29 25	15 24	14 5	27 31	30 25	23 16
1 5(a)	28 19	27 23	10 6	27 32	Drawn

(a) Another good line.

(b) A good attack.

46th Game—Second Double Corner.

POMEROY'S MOVE.

11 15	10 17	7 11	13 22	8 15	14 18
24 19(a)	21 14	15 8	26 17	19 10	16 11
15 24	6 10	4 11	11 16	24 27	18 23
28 19	14 9	29 25	17 13	23 19	11 8
8 11	5 14	14 17	9 14	27 31	12 16
22 18	18 9	32 28(c)	19 15	28 24	8 3
11 16	1 5	17 21	24 27	31 27	23 26
25 22	9 6	25 22	31 24	24 20	30 23
16 20	2 9	3 8	16 20	27 24	19 26
22 17	23 18	27 23	24 19	19 15	Drawn.
9 13	10 14	20 24	20 24	24 19	
17 14(b)	18 15	22 17	15 11	20 16	

(a) This opening is slightly weak, though it is occasionally played by many experts.

(b) Best, and known as the Stewart "gambit" line.

(c) A splendid move and secures an even draw.

47th Game—Double Corner.

JORDAN'S MOVE.

9 14	10 19	8 12	16 20	1 19	30 26
22 18	24 15	26 22(d)	26 22	22 17	19 15
5 9	16 19(c)	4 8	8 12	19 24	26 22
25 22(a)	23 16	22 17	15 11	17 10	15 10
11 16	12 19	2 7	19 23	24 31	20 24
18 15(b)	22 17	17 10	22 15	10 6	Drawn.
10 19	14 18	7 14	23 26	26 30	
24 15	17 13	31 27	25 22	32 27	
7 10	9 14	12 16	6 9	31 24	
27 24	29 25	30 26	13 6	28 19	

(a) Equally good as 24 19 or 24 20, and quite complicated.

(b) Best.

(c) Safest and generally played. 2 7 is occasionally played.

(d) Preferable to 31 27 or 32 27.

48th Game—Single Corner.

POMEROY'S MOVE.

11 15	27 18	16 20	18 15	23 26	10 7
22 18	16 19(d)	23 19	24 27	11 7	19 23
15 22	32 28	20 24	23 19	26 30	7 10
25 18	10 14	15 11	27 24	10 6	22 18
8 11	18 9	6 9(f)	10 6	30 25	14 9
29 25	1 5	13 6	30 26	6 2	23 19
4 8	26 23	2 9	6 2	25 21	11 7
24 20	19 26	26 23	9 13	2 6	20 16
10 15	30 23	24 28	2 7	13 17	10 6
25 22	5 14	10 7	26 23	6 10	12 16
12 16	24 19	28 32	11 16	24 19	7 10
21 17	15 24	7 2	24 20	7 2	16 11(h)
8 12	28 19	32 27	15 11	17 22	10 7
17 13	14 17	2 7	23 27(g)	2 7	11 2
7 10	31 26(e)	17 21	7 10	22 26	9 5
28 24(a)	3 7	7 11	27 24	7 11	2 9
9 14(b)	22 18	27 24	19 15	26 31	5 16
18 9	11 16	19 15	12 19	10 7	Drawn.
5 14	20 11	21 25	10 14	31 26	
23 18(c)	7 16	15 10	19 23	7 10	
14 23	19 15	25 30	15 10	26 22	

(a) A complicated line, but not so safe as 27 24.

(b) Slightly stronger than 10 14.

(c) This move, though played with much success by Moir, is not the equal of 23 19.

(d) A very powerful attack and nearly wins. 3 7 would have lost, thus:

3 7	26 23	5 14	28 19	6 9	30 25
32 28	10 14	24 19	7 10	13 6	14 17
1 5	18 9	15 24	22 18	2 9	19 15

White
wins.

(e) The position is extremely critical for white. Richmond's Single Corner book stars 31 26, but the star should be on 23 18, thus:

23 18	6 10	9 6	9 13	19 15	22 26
17 26	13 9	2 9	17 14	17 22	8 3
31 22	3 7	22 17	10 17	15 8	Drawn.

(f) This move wins and corrects Richmond's Single Corner book where 24 27 is played, allowing white to draw as follows:

24 27	26 23	27 23	11 8	2 11
18 14	31 27	19 15	19 10	18 14
27 31	23 18	23 19	14 7	Drawn.

(g) With this move made the game was regarded as practically completed for a black win. A remarkable game which had been strenuously contested about three hours, but Jordan continued playing.

(h) This oversight deprived Pomeroy of scoring an otherwise well earned victory.

49th Game—Whilter.

JORDAN'S MOVE.

11 15	17 13	15 24	16 7	1 5	27 23
23 19	3 7	27 20	2 11	22 17	18 27
9 14	29 25	8 15	26 23	14 18	26 22
22 17	7 11	30 26(a)	11 16	23 14	27 31
7 11	24 20	4 8	31 26	9 18	22 17
25 22	15 24	20 16	15 18	17 14	31 26
11 16	28 19	12 19	22 15	16 20	14 9
26 23	11 15	23 16	10 19	32 27	5 14
5 9	20 11	8 11	25 22	19 24	17 1
Drawn.					

(a) A pretty draw on the 31 27 line is as follows:

31 27	12 19	16 12	14 18	27 18	6 29
15 19	20 16	2 7	22 15	10 19	13 6
23 16	4 8	12 3	19 23	3 10	1 10
Drawn.					

50th Game—Glasgow.

POMEROY'S MOVE.

11 15(a)	29 25(k)	18 22	2 6	25 21(x)	7 3
23 19(b)	2 7(l)	25 18	14 17	14 10	24 20
9 14(c)	26 23(m)	10 15	6 10	26 22(x)	16 11
22 17(d)	19 26	19 10	17 22	24 19	14 10
8 11(e)	30 23	6 22	10 14	21 17	11 8
25 22(f)	7 11(n)	13 6	22 26	10 7	20 16
11 16(g)	23 19(o)	1 10	14 17	22 18	8 4
24 20(h)	4 8(t)	21 17	26 31	7 16	16 12
16 23	32 28(u)	22 26	17 14	18 23	4 8
27 11	5 9(t)	17 13	31 26	19 15	10 15
7 16	17 13	26 31	14 10	12 19	8 4
20 11	14 18(t)	13 9	26 22	20 16	15 11(z)
3 7(i)	22 15	31 26	10 14(w)	17 14	Pomeroy
28 24	11 18	9 6	22 25	15 11	won.
7 16	31 27(u)	26 23	14 17	23 27(y)	
24 20(j)	8 11(v)	6 2	23 26	11 7	
16 19	27 24	10 14	17 14	27 24	

(a) The most popular first move and just a trifle the best.

(b) The most popular reply and just a trifle the best.

(c) This and 8 11 are the best moves.

(d) Best. 27 23 forms the "Defiance" and is slightly weak.

(e) Withholding the opening.

(f) Decidedly best.

(g) This forms the famous seven move "Glasgow" opening, a favorite with Pomeroy, and one of the most powerful and aggressive openings.

(h) Much the best. 17 13 is weak, though Wyllie scored a win off Martins with the line, but lost to Barker with the line. 26 23 is very weak, though Priest won from Barker with the line.

(i) Much more popular than 3 8 and a trifle stronger.

(j) Best. 24 19 is a little weak by 16 23, 26 19, 4 8, 30 26, 8 11, 26 23, 11 16; while 26 23 would permit black to secure a strong game by 16 19—10 15 would lose by 17 10, 16 19, 23 16, 12 28, 22 18, 15 22, 30 25.

(k) Best and most popular, though 22 18, 14 23, 17 14 is a good line.

(l) This innovation by Pomeroy is an original idea and a complete departure from match play and all books, where 4 8 is nearly always played, with 5 9 as an occasional alternative. This 2 7 move has much to recommend it, as this game so well illustrates.

(m) Nothing better.

(n) Only move to draw, but it is strong.

(o) The most natural move on the board, but it loses, and forms a remarkable position. Had the man on 4 instead of the man on 2 been brought to 11, then this line for white would have been quite sound for a draw. 22 18 instead of 23 19 would have drawn, thus:

22 18	18 9	18 14	10 7	7 16	17 14
6 9	10 14	31 26	11 15	12 19	18 9
25 22	31 27	14 10	7 3	2 7	11 18
9 13	22 26	26 22	4 8	19 23	9 14
18 9	23 18	9 6	32 28	7 11	18 9
5 14	14 23	22 18	1 5	14 18	5 14
22 18(p)	27 18	6 2	3 7	21 17	Drawn.
13 22	26 31	18 14	8 11	23 27	

(p) 32 28, another tempting move for white, would lose, permitting a neat black win, thus:

32 28	23 19	31 26	20 16	28 19	Black
1 5	4 8	11 15	15 24	10 15	wins.

If instead of 23 19 at (0) white should attempt to convert the line into a well known position via. 17 13, 11 15, 22 17 route, the following beautiful play is revealed :

17 13	5 9	20 16	23 26	31 27	Drawn.
11 15	32 28	19 23	8 3	30 25	
22 17	15 19(q	16 12(r	11 15	22 18	
4 8	23 16	8 11	3 7	15 22	
25 22	12 19	12 8	26 30	27 23	

(q) 8 11 would be the well known position referred to.

(r) 22 18 loses, thus :

22 18	16 20	3 8	30 26	17 10	1 17
8 12	7 3	23 26	16 11(s	6 24	Black
16 11	23 26	8 11	20 24	13 6	wins.
12 16	31 22	26 30	28 19	26 17	
11 7	14 23	11 16	10 14	21 14	

(s)

16 19	16 11	11 7	24 20	17 10	13 6
20 24	26 23	27 31	27 24	1 5	20 9
19 16	22 18	28 24	20 16	10 1	Black
24 27	23 14	31 27	10 15	24 20	wins.

(t) The beginning of a long, critical, stubbornly fought and scientific win.

(u) The best defense.

(v) Only move to win.

(w) This position was artistically diagrammed on the elaborate World's Checker Championship Cup, presented to Pomeroy by members of the Binghamton Checker Club and friends, at a banquet following the match. Jordan and Ginsberg had reached the same position from an "Edinburgh" opening, colors reversed, Jordan having the winning side, but they continued and dismissed the ending as a draw.

(x) This key was missed in the Ginsberg-Jordan game.

(y) Only move to win.

(z) Thus terminated a memorable game and a memorable match. Pomeroy was the second American to be victorious in an international match for the World's Championship title. His American predecessor being the late R. D. Yates, also of the Empire State, who won the title from James Wyllie, of Scotland, in 1876, by the same score—2 to 1 and 47 drawn. It was a remarkable coincidence that Yates and Pomeroy each scored the deciding win in the 50th and last game.

Copy of Resolutions presented to Pomeroy and Jordan at the banquet following the match:

JAMES G. BROWNLOW,
President.

RENNA Z. SPAULDING,
1st Vice-Pres.

JAMES M. MCNAMARA,
2nd Vice-Pres.

CHARLES W. BENNETT,
3rd Vice-Pres.

ARTHUR S. BARTLETT,
Treasurer.

Binghamton Chamber of Commerce

Office of the Secretary

WILLIAM NELSON,
Secretary.

IRA L. WALES,
ROBERT J. DORAN,
Asst. Secretaries.

BINGHAMTON, N. Y.,

October 4, 1913.

Whereas, Mr. M. E. Pomeroy, of this city, has brought great distinction to Binghamton and honor to himself by winning the World's Championship in checkers; and

Whereas, Mr. Alfred Jordan, his opponent, has by his sportsmanlike and generous conduct throughout these wonderful checker games, endeared himself to a large number of men in this city, therefore, be it

Resolved, That the thanks and congratulations of the Binghamton Chamber of Commerce be extended to Mr. Pomeroy for his wonderful and original playing of one of the world's oldest and most scientific games; and that the best wishes and most sincere expressions of good will and esteem be also transmitted by this organization to Mr. Jordan.

BINGHAMTON CHAMBER OF COMMERCE,
By James G. Brownlow,
President.

William Nelson,
Secretary.

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